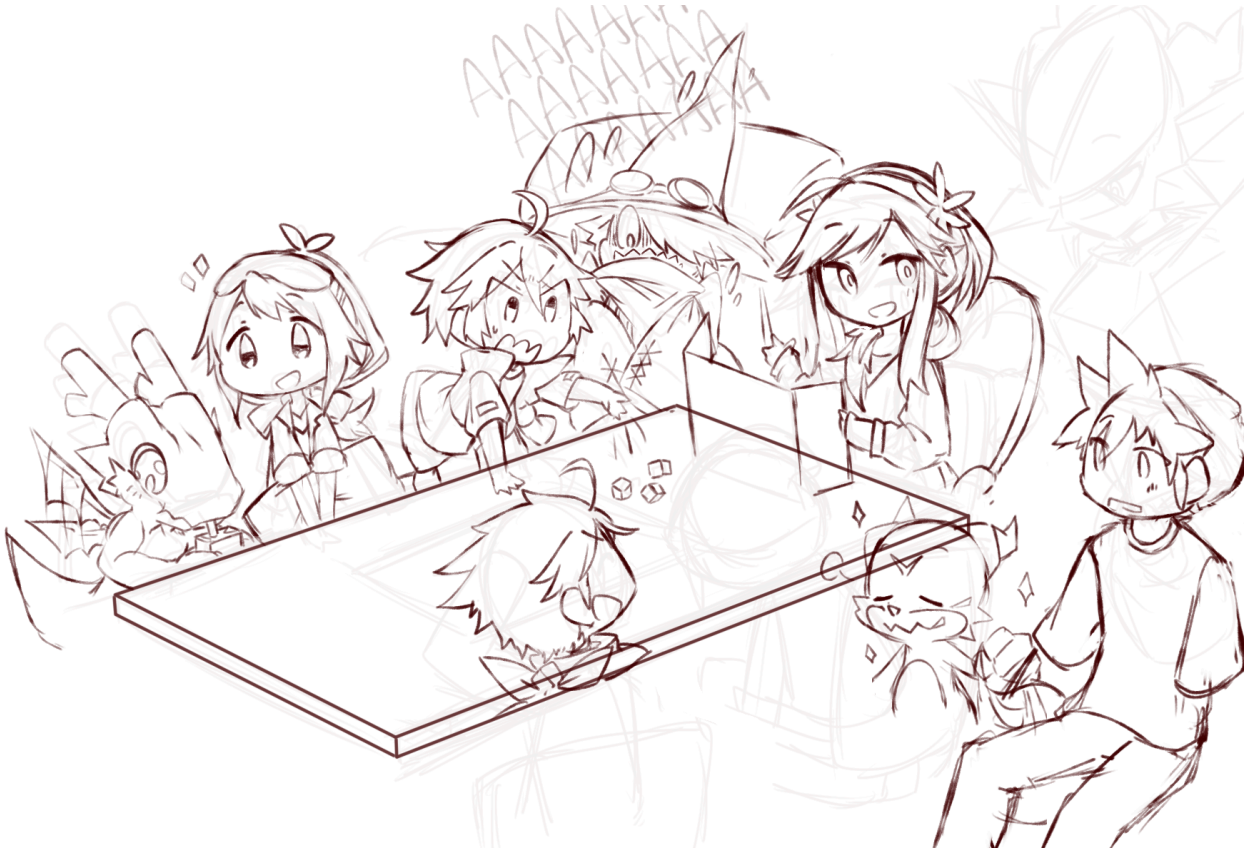
DDA v.1.4 - Skill Expansion

Jumpstart Edition



If you're finding yourself at this Splatbook, first and foremost, welcome! Perhaps you were thinking that Human Creation needed some spicing up, and if you thought so, you've come to the right place.

But really, though-- You might be wondering, **"What can I do to spice things up for DDA?"**

The answer to that, is including the use of **Skill Options**!

Skill Options are effectively options that unlock once your Human Character is considered to be exceptionally skilled, in one of the 15 Skills.

Skill Options may give benefits to specific situations, in or out of combat.

In order to unlock a Skill Option, there are two main Prerequisites:

- **The Human's Skill must be at a specified value for whichever respective Campaign Level is being played--** with the values being 4 for Standard, 5 for Enhanced, and 6 for Extreme.

- **The Human's Attribute MUST have the first Special Order of an Attribute in order to qualify for the Skill Option.** The First Special Order (dependent on Campaign Level) unlocks at these values: 3 for Standard, 5 for Enhanced, and 6 for Extreme.

  For Example, if a Human Character with the Enhanced Template has a 3 in Body and a 5 in Endurance, they do not fulfill the requirements to unlock the Skill Option for Endurance.

  However, if it were a Standard Template with 3 in Body and 5 in Endurance, they would have access to the Skill Option.

St, En, and Ex stand for Standard, Enhanced, and Extreme respectively. Listed below those abbreviations in the tables is the required Attribute/Skill Level to gain access to the relevant Skill Option.

For GMs, who are interested in using this ruleset:

Ideally, for each Template, you'll need a certain amount of EXP to make things work as there will be reasons for players to want to invest in either Attributes, Skill Options, or both.

For that reason, here are the recommended EXP Totals:

- Standard Template: 50 EXP
- Enhanced Template: 75 EXP
- Extreme Template: 100+ EXP

Additionally, GMs, if you find that some of the Skill Options are lacking, you are free to replace them with Skills of your own creation. Do keep in mind that these were made to gel with v.14, so before any customization is done, it's important to have a good grasp on how the System works. My personal recommendation is to include things that improve quality of life, and allow people to be good at the things they choose. But without further adieu, let's take a look!

Skill Option Table 1 (A)

Required Skill	Required Level			Skill Option Name	Effect
	St	En	Ex		
Dodge	4	5	6	Quickening	Type: Once Per Day / Intercede Action On Tamer Declaration, the Tamer can do one of two things: The Human dodges any attack aimed at them. The Digimon dodges an attack aimed at them. Counterattack, Counterblow, and Crosscounter cannot be triggered with this Skill Option.
Fight	4	5	6	Ignited Soul	Type: Passive When this human makes an attack against a Digimon, the target Digimon's Damage Reduction loses its x3 Multiplier, and only has its Stage Bonus in Damage reduction.
Stealth	4	5	6	Last Surprise	Type: Once Per Day / Passive The Human's Partner Digimon gains another use of Sneak Attack.

Skill Option Table 2 (B)

Required Skill	Required Level			Skill Option Name	Effect
	St	En	Ex		
Athletics	4	5	6	Runner's High	Type: Passive Your human's movement speed is doubled.
Endurance	4	5	6	No Pain, No Gain	Type: Once Per Day If the Human Character would fail a Skill Check (with the exception of Torment Checks), they're allowed to use their Endurance modifier with the Relevant Attribute instead, at the cost of exhausting themselves afterwards. They may not make another skill check until resting for an adequate amount of time.
Feats of Strength	4	5	6	Adrenaline Junkie	Type: Once Per Day / Simple Action Make a flat Body Roll. If the character succeeds a TN of 12, 15, and 18 respectively, the character may pick up an object permitted by the GM and use it as if they were making an attack as a Digimon, doing an unalterable amount of damage of the Target Digimon's Stage Bonus+2. In the case where the TN is not met, your human may continue attempting it once every round until the attempt succeeds. Once the TN is met, you cannot attempt it again until after your Human has rested.

Skill Option Table 3 (C)

Required Skill	Required Level			Skill Option Name	Effect
	St	En	Ex		
Manipulate	4	5	6	Bravado	Type: Complex Action As a Simple Action, you may make a Negative Direct on a Target of your choosing. The Target will suffer their Stage Bonus in a penalty to either Accuracy or Dodge, at the human's choice. The penalty is removed once the Target Digimon either makes an attack, or rolls dodge.
Perform	4	5	6	Endless Dream	Type: Once Per Narrative Day / Session During an instance of Social Roleplay, the character may make a flat Charisma Check when making a performance of some kind to the rest of the party. If the character succeeds a TN of 12, 15, and 18 respectively, they may give a temporary point of Inspiration to another Player Character. If the Inspiration isn't used by the end of the session, it disappears.
Persuasion	4	5	6	Next Order	Type: Passive When directing other people's Digimon, your character no longer suffers from the -2 demerit.

Skill Option Table 4 (I)

Required Skill	Required Level			Skill Option Name	Effect
	St	En	Ex		
Computers	4	5	6	Decode Level	Type: Passive The Human can passively understand the most common form of Digimoji.
Survival	4	5	6	Glorious World	Type: Passive Without needing to roll anything, your character is capable of cooking delicious food. When scavenging and exploring, your character is keen to traps and sneak attacks and in the event fails a Perception Check, they may make a Survival Roll to get out of harm's way.
Knowledge	4	5	6	Hacker's Memory	Type: Passive When faced with an Enemy that the party has fought against prior, the human's Digimon partner gains its Stage Bonus in Damage.

Skill Option Table 5 (W)

Required Skill	Required Level			Skill Option Name	Effect
	St	En	Ex		
Perception	4	5	6	Realization	Type: Passive The human is capable of making a Perception Check in Combat as if it were a Simple Action.
Decipher Intent	4	5	6	Cyber Sleuth	Type: Passive The human is considered to be skilled at puzzling the use of machines, or the intentions of individuals. Passively, they are able to discern when they are actively being lied to.
Bravery	4	5	6	Break the Chain	Type: Once Per Day / Session If your human would fail a Torment Check, they are allowed to reroll the result without using a point of Inspiration.